

Introduction to XML & MusicXML

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XML Development

- eXtensible Markup Language

Version 0 :: 1996
Version 1.0 :: 1998
Version 1.1 :: 2004
Version 1.1.5 :: 2008

<http://en.wikipedia.org/wiki/XML>

- Predecessor: SGML (Standardized Generalized Markup Language)

1970's – 1980's

http://en.wikipedia.org/wiki/Standard_Generalized_Markup_Language

HTML 1.0 1991
 2.0 1995
 4.0 1997
 5.0 2008

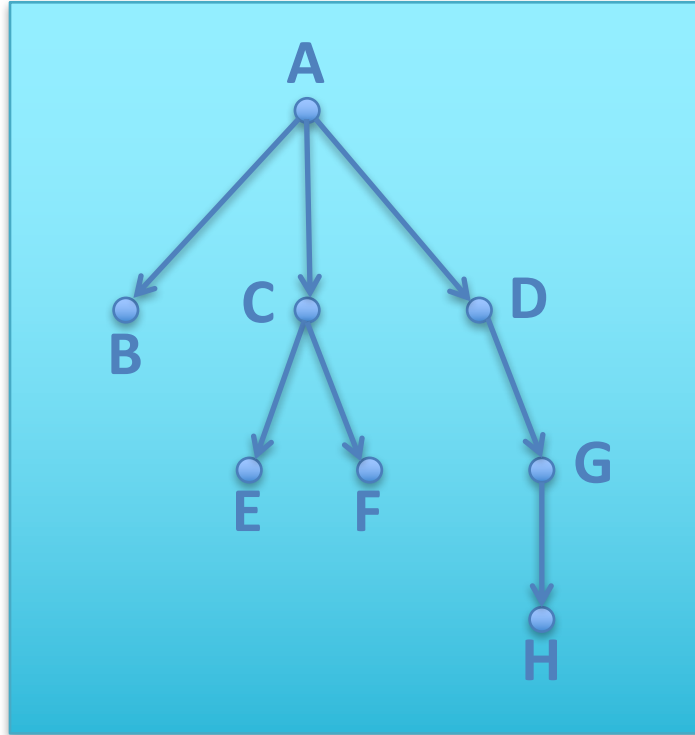
- Predecessor: GML (Generalize Markup Language)

1960's

http://en.wikipedia.org/wiki/IBM_Generalized_Markup_Language

XML data structure

- XML describes a tree structure:



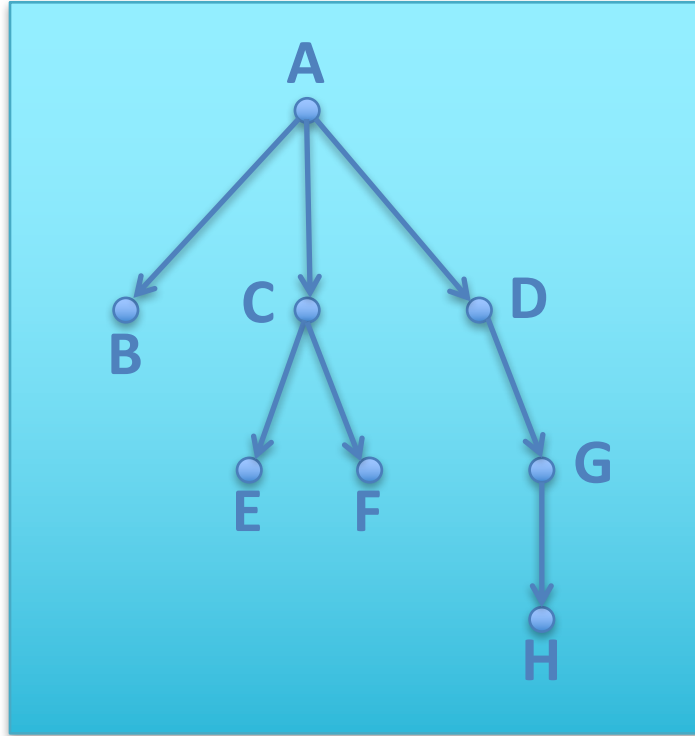
- Serialization:

```
<A>  
  <B/>  
  <C>  
    <E/>  
    <F/>  
  </C>  
  <D>  
    <G>  
      <H/>  
    </G>  
  </D>  
</A>
```

- Equivalent serialization: `<A><C><E/><F/></C><D><G><H/></G></D>`

XML data structure

- XML describes a tree structure:



- Same data structure as directories/folders on a hard disk
- Same conceptualization as LISP code:

`(A (B (C (E F)) (D (G (H))))))`

Only one “root node” allowed in document

XML Terminology

<A>

<C>

<E/>

<F/>

</C>

<D>

<G>

<H/>

</G>

</D>

- <C>...</C> is an **element** (tree node)
 - C is the element's **name**
 - <C> is a **start tag**
 - </C> is an end tag
 - <E/> and <F/> are **element content** of <C>
 - Plain text inside of an element is **text content**
-
- <H/> is an element without contents (terminal node)
 - <H/> is equivalent to <H></H>
 - Start tags must be followed by matching end tag, or the shorthand <xxx/> must be used.

Element Attributes

- Elements can contain a list of attributes within the start tag

``

- Element **A** has three *attributes*: **a**, **b**, and **c**.
- A is the *name* of the attribute, 1 is its *value*.
- Attributes must have values. `c=""` represents an attribute without a value.
- Attributes are optional (similar to key values in LISP).
- The value of a is 1, the value of b is two and the value of c is 1 and 2.
- XML Attribute values *must* be enclosed in double or single quotes.
- Only one attribute of a given name allowed. Bad example: ``
- Attributes are considered unordered:

`` is identical to ``

HTML attributes do not need to be enclosed in quotes:

`<table cellpadding=10>` is equivalent to `<table cellpadding="10">`

XHTML does not allow the first case since quotes are always needed.

Elements vs. Attributes

- Elements can contain subelements
- Attributes cannot contain subattributes
- Two similar (but not identical) ways of expressing the same data:

```
<A a="1" b="two" c="1 and 2"/>
```

```
<A>
```

```
<a>1</a>
```

```
<b>two</b>
```

```
<c>1 and 2</c>
```

```
</A>
```

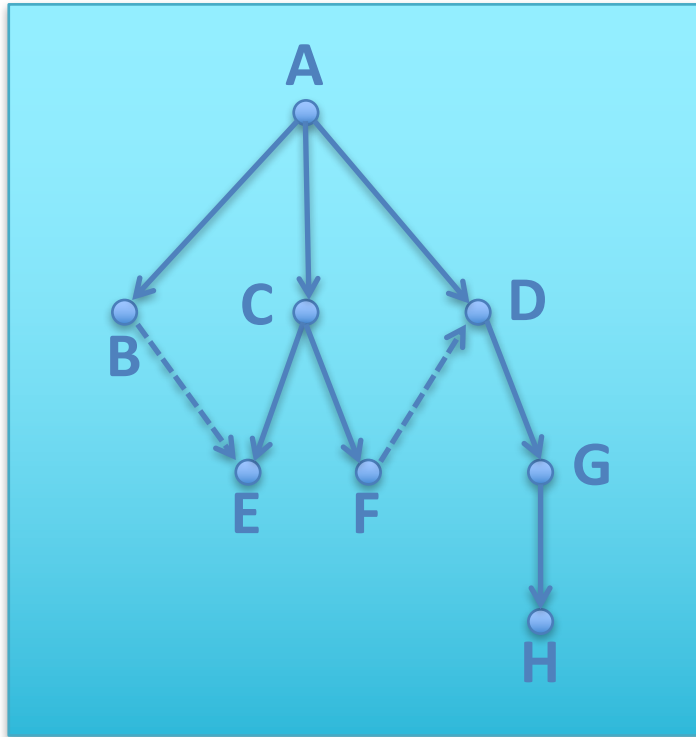
Informal shorthand for attribute **a** of element **A** (but not in data):

A@a

- **Attribute a** in the first example cannot be expanded later into subattributes
- **Element a** in the second example can be expanded later to include element contents

XML for non-tree structured data

- non-tree data can be shoe-horned into XML data structure



- Tree-like portions encoded as XML elements
- Non-tree connections handled by specialized id/idref/idrefs attributes.

```
<A>
  <B idref="e"/>
  <C>
    <E id="e"/>
    <F idref="d"/>
  </C>
  <D id="d">
    <G>
      <H/>
    </G>
  </D>
</A>
```

DTD:

```
<!ATTLIST B
```

```
  id ID #IMPLIED
```

```
  idref IDREF #IMPLIED>
```

- Similar to pointers in C.

XML declaration

- Used to indicate that the following data is XML data
- First characters in file must be “<?xml” (see UTF-16 below).

<?xml version=“1.0” encoding=“UTF-8” standalone=“yes”?>

Three attributes which *must* be in this order (but optional):

@version = version of XML being used (1.0 or 1.1).

@encoding = character set being used in data. (also UTF-16 which requires two endian bytes before opening <?)

* UTF-8 is backwards compatible with 7-bit ASCII

* UTF-16 is not.

@standalone = “yes” if no external definition file, “no” if DTD (Document Type Definition).

XML complete data file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<A>
  <B idref="e"/>
  <C>
    <E id="e"/>
    <F idref="d"/>
  </C>
  <D id="d">
    <G>
      <H/>
    </G>
  </D>
</A>
```

Even more complete data file

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
```

```
<!DOCTYPE A [
```

```
  <!ELEMENT A (B,C,D)> ----->
```

Element A can have subelements B, C & D.

```
  <!ELEMENT C (E,F)>
```

```
  <!ELEMENT D (G)>
```

```
  <!ELEMENT G (H)>
```

```
  <!ATTLIST B idref IDREF #IMPLIED> -->
```

Element B can have an attribute named idref which can be set to a value which is the type IDREF.

```
  <!ATTLIST E id ID #IMPLIED>
```

```
  <!ATTLIST D id ID #IMPLIED>
```

```
<A>
```

```
  <B idref="e"/>
```

```
  <C>
```

```
    <E id="e"/>
```

```
    <F idref="d"/>
```

```
  </C>
```

```
  <D id="d">
```

```
    <G>
```

```
      <H/>
```

```
    </G>
```

```
  </D>
```

```
</A>
```

Data/Structure definition separation

or
or

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<!DOCTYPE A SYSTEM "tree.dtd">
<!DOCTYPE A SYSTEM "http://somewhere.com/tree.dtd">
<!DOCTYPE A PUBLIC "-//Owner/Class Description//Language//Version" "tree.dtd">
<A>
  <B idref="e"/>
  <C>
    <E id="e"/>
    <F idref="d"/>
  </C>
  <D id="d">
    <G>
      <H/>
    </G>
  </D>
</A>
```

Formal Public Identifier

tree.dtd:

```
<!ELEMENT A (B,C,D)>
<!ELEMENT C (E,F)>
<!ELEMENT D (G)>
<!ELEMENT G (H)>
<!ATTLIST B idref IDREF #IMPLIED>
<!ATTLIST E id ID #IMPLIED>
<!ATTLIST D id ID #IMPLIED>
```

MusicXML

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!DOCTYPE score-partwise PUBLIC "-//Recordare//DTD MusicXML 1.0 Partwise//EN"
"http://www.musicxml.org/dtds/1.0/partwise.dtd">
```

<score-partwise>

<identification>

<encoding>

```
<software>Finale 2012 for Mac</software>
<software>Dolet Light for Finale 2012</software>
<encoding-date>2013-01-21</encoding-date>
```

</encoding>

</identification>

<part-list>

<score-part id="P1">

```
<part-name>MusicXML Part</part-name>
```

```
<score-instrument id="P1-I1">
```

```
<instrument-name>Garritan: ARIA Player</instrument-name>
```

```
</score-instrument>
```

```
<midi-instrument id="P1-I1">
```

```
<midi-channel>1</midi-channel>
```

```
<midi-bank>15489</midi-bank>
```

```
<midi-program>1</midi-program>
```

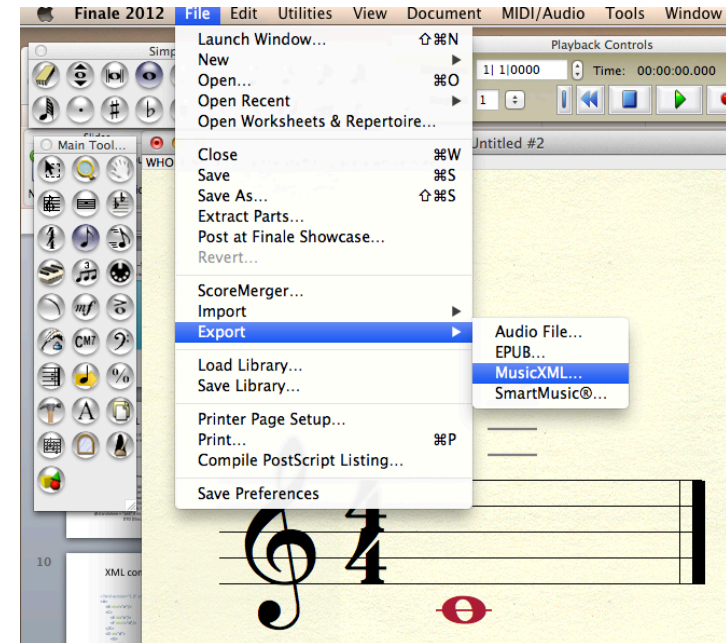
```
</midi-instrument>
```

```
</score-part>
```

```
</part-list>
```

```
<!--=====-->
```

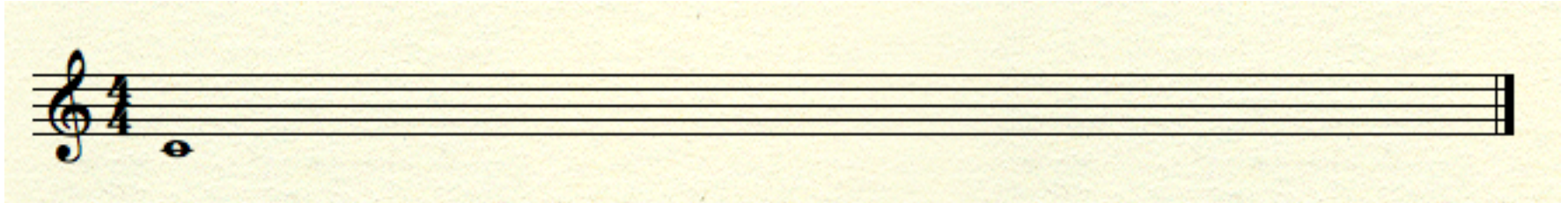
<http://www.musicxml.com/for-developers/musicxml-dtd/>



<!-- ... --> is a comment in XML

visual barline for readability

MusicXML



```
<part id="P1">
  <measure number="1">
    <print/>
    <attributes>
      <divisions>4</divisions>
      <key>
        <fifths>0</fifths>
        <mode>major</mode>
      </key>
      <time>
        <beats>4</beats>
        <beat-type>4</beat-type>
      </time>
      <clef>
        <sign>G</sign>
        <line>2</line>
      </clef>
    </attributes>
    <sound tempo="120"/>
  </measure>
</part>
```

divisions per quarter note

```
<note default-x="86">
  <pitch>
    <step>C</step>
    <octave>4</octave>
  </pitch>
  <duration>8</duration>
  <voice>1</voice>
  <type>whole</type>
</note>
<barline location="right">
  <bar-style>light-heavy</bar-style>
</barline>
</measure>
</part>
<!--=====-->
</score-partwise>
```

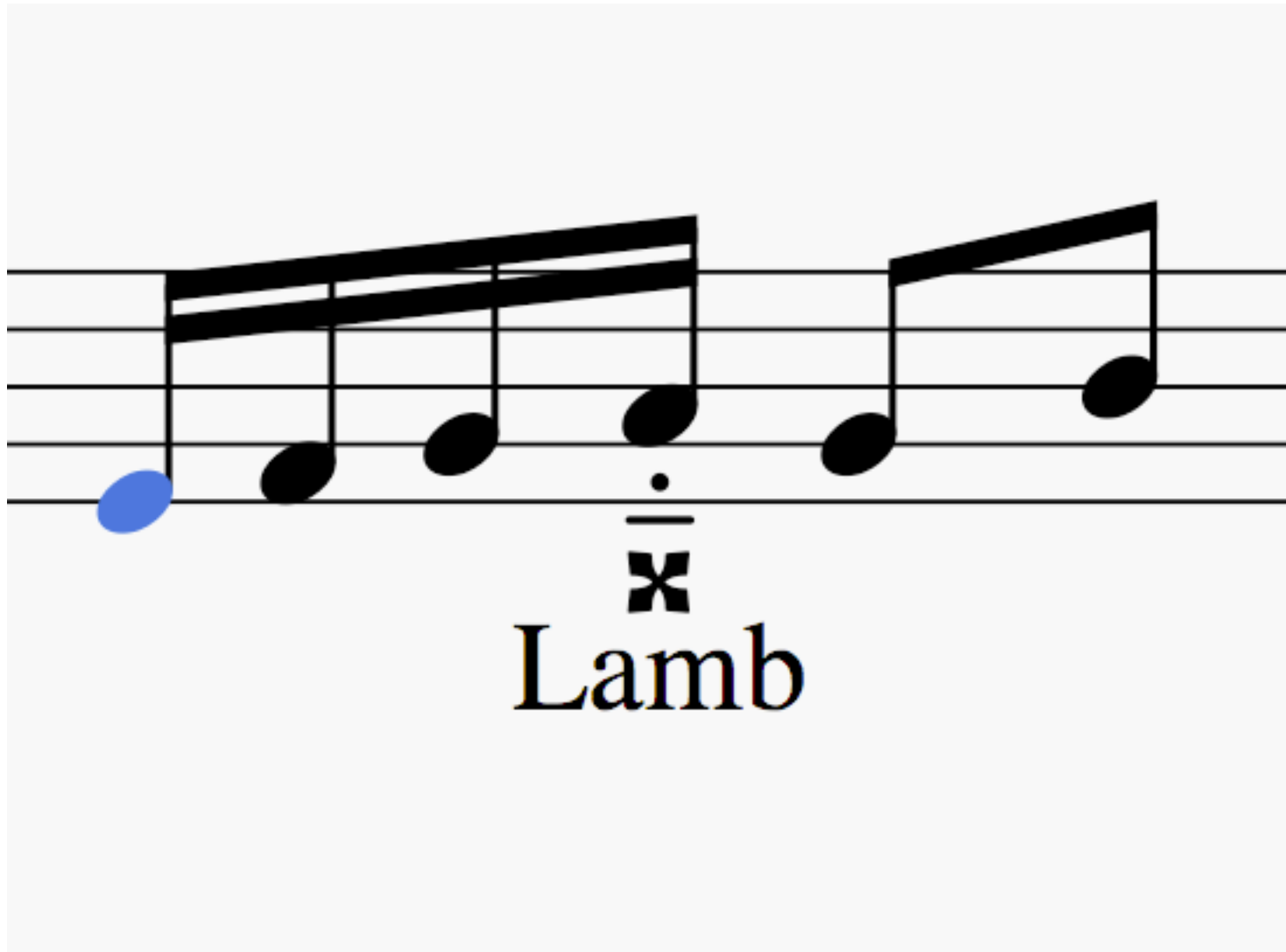
Compare to GUIDO:
[c/1]

(GUIDO content not
separable from
structure)

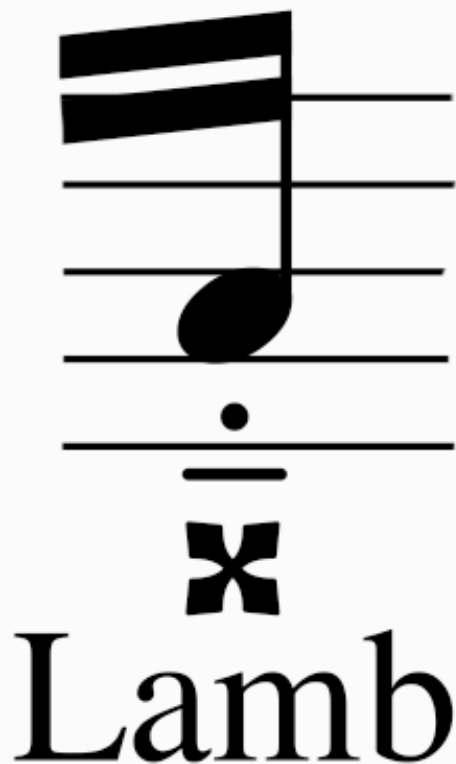
4 quarter notes

looks like a whole note

Data Interchange



MusicXML Note parameters



```
<note default-x="165.98" default-y="-25.00">  
  <pitch>  
    <step>A</step>  
    <alter>2</alter>  
    <octave>4</octave>  
  </pitch>  
  <duration>1</duration>  
  <voice>1</voice>  
  <type>16th</type>  
  <accidental>double-sharp</accidental>  
  <stem>up</stem>  
  <beam number="1">end</beam>  
  <beam number="2">end</beam>  
  <notations>  
    <articulations>  
      <detached-legato/>  
    </articulations>  
  </notations>  
  <lyric number="1">  
    <syllabic>single</syllabic>  
    <text>Lamb</text>  
  </lyric>  
</note>
```



Lamb

MuseScore to Finale

<pre> <note default-x="165.98" default-y="-25.00"> <pitch> <step>A</step> <alter>2</alter> <octave>4</octave> </pitch> <duration>1</duration> <voice>1</voice> <type>16th</type> <accidental>double-sharp</accidental> <stem>up</stem> <beam number="1">end</beam> <beam number="2">end</beam> <notations> <articulations> <detached-legato/> </articulations> </notations> <lyric number="1"> <syllabic>single</syllabic> <text>Lamb</text> </lyric> </note> </pre>	<pre> <note default-x="180"> <pitch> <step>A</step> <alter>2</alter> <octave>4</octave> </pitch> <duration>1</duration> <voice>1</voice> <type>16th</type> <accidental>double-sharp</accidental> <stem default-y="10">up</stem> <beam number="1">end</beam> <beam number="2">end</beam> <notations> <articulations> <detached-legato default-x="1" default-y="-44" placement="below"/> </articulations> </notations> <lyric default-y="-80" number="1"> <syllabic>single</syllabic> <text font-family="FreeSerif" font-size="10.8">Lamb</text> </lyric> </note> </pre>
--	--

